

IN THE CLAIMS:

Please cancel claims 1-7 and 14-16. **Please also amend** claim 8, **and add** new claims 18 and 19, as shown in the complete list of claims that is presented below.

Claims 1-7 (cancelled).

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8. (currently amended) A progressive language learning method combined with a computer game, which is activated in a playing platform and comprises the steps of:

activating the playing platform to start a game and determining a playing mode and a learning mode;

executing game initialization and starting a playing process;

activating said learning mode and executing a corresponding learning process when a triggered event occurs;

recording and evaluating learning records in said learning process, and storing the learning records; and

adjusting said learning mode and said playing mode instantaneously according to said learning records.

9. (previously presented) The progressive language learning method combined with a computer game of claim 8, wherein said learning mode is one selected from the group consisting of letters, words, phrases, sentences and articles.

10. (previously presented) The progressive language learning method combined with a computer game of claim 9, wherein said learning mode has a language element that is one selected from the group consisting of text, sound and images.

11. (previously presented) The progressive language learning method combined with a computer game of claim 8, wherein said triggered events include two types, active triggered events and passive triggered events.

12. (previously presented) The progressive language learning method combined with a computer game of claim 8, wherein said method further comprises the step of storing said learning records when the playing process and learning process are terminated.

13. (previously presented) The progressive language learning method combined with a computer game of claim 8, wherein said method further comprises the step of using a user control interface for providing operation control commands said playing mode and said learning mode.

Claims 14-16 (cancelled).

17. (previously presented) A computer-readable medium storing the progressive language learning method combined with a computer game of claim 8.

18. (new) The progressive language learning method combined with a computer game of claim 8, wherein the playing platform comprises a user control interface that includes a plurality of manually operable keys.

19. (new) The progressive language learning method combined with a computer game of claim 8, wherein the playing mode and the learning mode are determined before the playing process is started.